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Intellectual Property Law

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February 17, 2005

Mail Stop AMENDMENT
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

In re application of: Brad W. Johnson and Vaughn Place.
Serial number: 09/397,910
Filed: September 17, 1999
Title: GAMING DEVICE VIDEO DISPLAY SYSTEM
Attorney docket number: 720.510 PAL.UA-Video Display System

Dear Sir:

The following is/are submitted to the Patent and Trademark Office for appropriate action:

1. A Request for Reinstatement of Appeal and Supplemental Appeal Brief Under 37 CFR §1.192 (37 pages).
2. A Petition for Three (3) Months Extension of Time (1 page).
3. A Credit Card Payment Form (1 page).
4. A return receipt post card.

Cordially yours,

Ian F. Burns
Registration Number: 33,297

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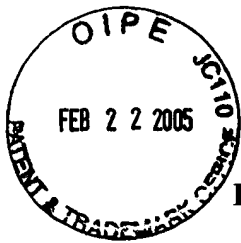
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

5 Appellant: Brad Johnson and Vaughn Place
Serial number: 09/397,910
Filed: September 11, 2000
Title: GAMING DEVICE VIDEO DISPLAY SYSTEM
Attorney docket number: 720.510 PAL.UA-Video Display System

10 Group Number: 3713
Examiner: Binh-An D. Nguyen

Assistant Commissioner for Patents
Washington, D.C. 20231

15

REQUEST FOR REINSTATEMENT OF APPEAL AND
SUPPLEMENTAL APPEAL BRIEF UNDER 37 CFR § 1.192

REQUEST FOR REINSTATEMENT OF APPEAL

20 In response to the Office Action reopening prosecution in the present application mailed on September 12, 2004, Applicants respectfully request reinstatement of the appeal.

A Supplemental Appeal Brief is included with this communication. The Supplemental Appeal Brief discusses the issues raised in the new ground(s) of rejection raised in the present office action that reopened prosecution and also discusses previously raised issues or arguments
25 which are still considered to be relevant. The previously filed Appeal Brief is herein incorporated by reference in entirety.

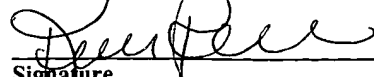
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Kim Reich
Name

SUPPLEMENTAL APPEAL BRIEF UNDER 37 CFR § 1.192

INTRODUCTION

5 This is a Supplemental Appeal from the Examiner's Reopening of Prosecution of claims 1-40 mailed on September 12, 2004. The Final Rejection was mailed on August 4, 2003. The Notice of Appeal was filed on December 30, 2003.

REAL PARTY IN INTEREST

10 The real party in interest is Paltronics, Inc.

RELATED APPEALS AND INTERFERENCES

None

STATUS OF THE CLAIMS

15 Claims 1 through 40 have been submitted for examination.
Claims 1-40 are currently pending and have been rejected under 35 U.S.C. §103(a).
The rejection of claims 1-40 is hereby identified as being the subject of this appeal.

STATUS OF AMENDMENTS

20 No after final amendment has been submitted.

In the present Office Action, claims 38-40 were objected to due to a typographical error in claim 38 in the submitted appendix of claims accompanying the appeal brief. Applicants have corrected this typographical error in the appendix of claims and respectfully request withdrawal of the claim objection.

SUMMARY OF THE INVENTION

In certain embodiments, Applicants' present invention comprises a video display system having a plurality of gaming devices and a plurality of video displays. *See*, Specification at pages 6-7. Each gaming device is adapted to allow a player to place a wager and play a game of chance. *See id.* The plurality of video displays may be placed in relatively close proximity to each other for use in a multi-screen presentation. *See id.* Each video display may be configured to display at least a portion of the multi-screen presentation, and when viewed together; the plurality of video displays may create a single integrated video presentation. *See id.* For example, figure 3 of Applicants' application depicts an integrated image of a horse race formed by viewing three video displays, each of which displays a portion of the integrated image. Only by viewing all of the displays together can the integrated display be seen.

One of the advantages of the invention is the ability to utilize existing gaming devices and their video displays to present a single integrated video presentation. Thus, the need for a large stand-alone video display, which may be costly and occupy valuable casino space, may be eliminated.

Another advantage of Applicants' invention is the ability to enlarge a video presentation by displaying portions of the video presentation in multiple video displays of adjacent gaming devices. By utilizing a plurality of video displays, it is possible to present much larger and more interesting presentations. Consequently, more people may see the presentation and more people may be attracted to play the gaming devices.

ISSUES

Issue 1 - Whether claims 9-14 and 25-34 are unpatentable under 35 U.S.C. §103(a) over U.S. Patent 6,217,448 to Olsen (hereinafter, Olsen) in view of U.S. Patent 5,951,009 to Miyamoto (hereinafter, Miyamoto).

5 **Issue 2** - Whether claims 35-40 are unpatentable under 35 U.S.C. §103(a) over U.S. Patent 6,217,448 to Olsen (hereinafter, Olsen) in view of U.S. Patent 5,951,009 to Miyamoto (hereinafter, Miyamoto) and further in view of U.S. Patent 6,254,481 to Jaffe (hereinafter, Jaffe).

10 **Issue 3** - Whether claims 1-8 and 15-24 are unpatentable under 35 U.S.C. §103(a) over U.S. Patent 6,217,448 to Olsen (hereinafter, Olsen) in view of U.S. Patent 5,951,009 to Miyamoto (hereinafter, Miyamoto) and further in view of U.S. Patent 6,142,872 to Walker (hereinafter, Walker).

GROUPING OF CLAIMS

15 Appellant respectfully states that all the claims do not stand together and that each of the following groups of claims are considered to be separately patentable. The reasons why these groups are considered to be separately patentable are included in the “ARGUMENTS” section below.

	<u>GROUP</u>	<u>CLAIMS</u>
20	I.	1-3, 5-18, 20, 24-26, 29-32, 34, and 38-40
	II.	4, 27, and 28
	III.	19
	IV.	21
	V.	22

VI.	23, 35, and 36
VII.	33
VIII.	37

5 **ARGUMENTS AGAINST THE REJECTION OF CLAIMS 1-40**

ISSUE 1:

Claims 9-14 and 25-34 were rejected under 35 U.S.C. §103(a) as allegedly being anticipated by U.S. Patent 6,217,448 to Olsen in view of U.S. Patent 5,951,009 to Miyamoto.

10 A rejection under §103(a) is proper when the claimed invention is taught or suggested by the references that are considered as a whole. The cited references must suggest the desirability and thus the obviousness of making the combination. The references must be viewed without the benefit of impermissible hindsight vision afforded by the claimed invention a reasonable expectation of success is the standard with which obviousness is determined. *Hodosh v. Block Drug Co., Inc.*, 786 F.2d 1136, 1143 n.5, 229 USPQ 182, 187 n.5 (Fed. Cir. 1986).

15 In this case, independent claims 9, 25 and 30 each contain multiple limitations that are not taught, disclosed or suggested by Olsen or Miyamoto either alone or in combination.

 The claims of Group I are related to gaming systems using multiple video displays to display an integrated video presentation, with each video display showing a portion of the presentation. The claims of Group II require a plurality of different video presentations. The
20 claim of Group III requires a portion of the presentation to be displayed by a game display. The claims of Groups IV, V, and VI specify elements of the video presentation, such as horses, game boards, and fisherman, respectively. Group VII requires the presentation to display the amount of a bonus award. Group VIII requires a plurality of displays be attached to a wagering device.

Because the claims in Groups I-VIII are directed to distinctly unrelated subject matter, the claims are separately patentable and do not stand or fall together. Therefore, arguments for the patentability of each group for each issue shall be presented separately.

Olsen

Olsen purports to suggest a bonus jackpot method utilizing a plurality of linked gaming machines. *See* column 3, line 65-column 4, line 1. In one embodiment, the jackpot game is suggested as a game of “hot potato.” *See* col. 6, lines 9-23. A central game controller purportedly determines which, if any, of the plurality of linked games will win the jackpot. *See* col. 5, line 18 – col. 6, line 8. It appears that winners will be shown a winning animation on their display terminal, while losers will be shown a losing graphic. *See* Fig. 1; column 6, lines 50-63. However, Olsen does not teach displaying an integrated presentation on a plurality of display devices. It appears that each game image is a separate and discrete image (see Figure 1, reproduced below). If someone were to step back and view all of the displays of Olsen, they would not see an integrated presentation. The observer would merely see a plurality of different independent, discrete, and separate images.

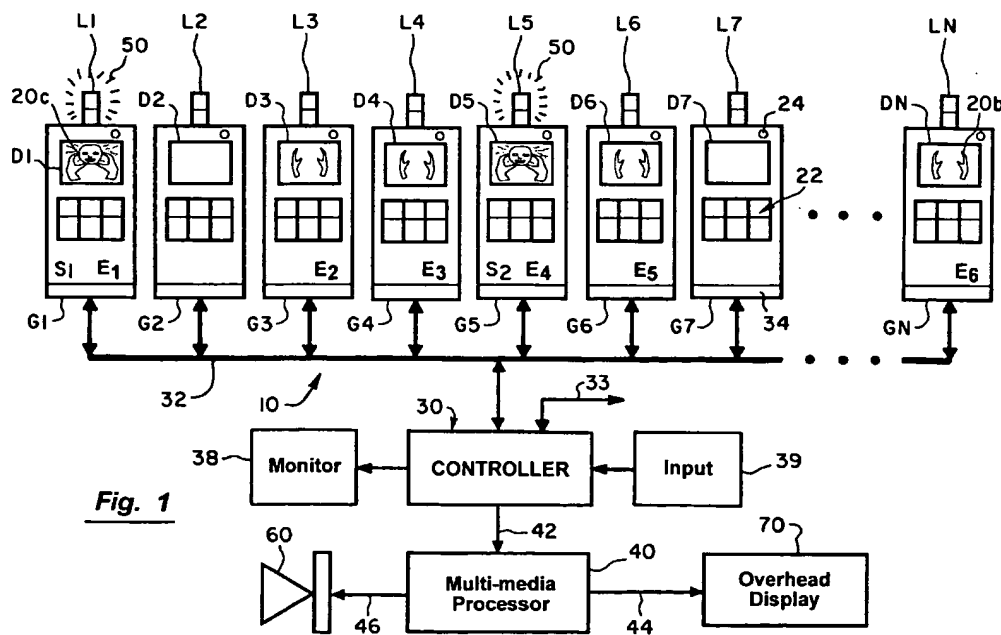


Figure 1 appears to illustrate the plurality of individual game machines (G1...GN), having a plurality of individual, discrete displays (D1...DN). The game machines appear to be linked via a communications network (32) to game controller (30).

Olsen does not show in figure 1, any suggestion, much less a teaching, of using a plurality of game displays to display segments of an integrated, unified presentation; the integrated presentation being apparent when viewing a plurality of displays. When an observer views a plurality of displays of Olsen, the observer would see no integrated presentation. For examples, no feature or image extends across two or more displays and no partial images of an object combine to make a whole image or larger image on two or more displays. The observer would see only a plurality of separate, independent displays.

With reference to Figure 1, each gaming device appears to have an illuminable tower lamp (L1...LN). It appears that the embodiment the Office is relying on involves the tower lamps, and not the displays, of the gaming device: "tower lamps L lock in and light on new selected machines...." Column 9, lines 32-34. This "fanfare multimedia presentation" (column 9, lines 8-9) appears to be more explicitly described in column 8, lines 26-67 of Olsen. Olsen states that "Once the bonus mode time period begins, the tower lamps L will turn yellow over a predetermined number such as one-third of all gaming machines G, and begin rotating across gaming machines G." However, as clearly taught in Figures 2(a) through 2(d), the hot potato suddenly appears in the hands of each selected display. Olsen does not suggest displaying partial images of the potato on a display as it moves from one display to another.¹ Furthermore, Olsen does not teach extending features of an object across multiple displays. Each game machine in

¹ See Figures 4(a) and 4(c) of the present application for examples of partial images which may, but not necessarily, be used in an integrated presentation.

Olsen displays only an independent separate image of a hot potato and hands. See Column 8, lines 48-54. It is clear that this embodiment does not meet the limitations of Applicants' claims.

Furthermore, Olsen does not enable an integrated presentation on a plurality of displays. Integrated presentations can be difficult to display because there are many problems associated with coordinating a plurality of displays. These problems have been solved by the present invention. Olsen, on the other hand, does not disclose how it would address these problems. The specification of Olsen is simply devoid of any enabling disclosure of an integrated presentation.

10 **Miyamoto**

Miyamoto purports to suggest a game apparatus that utilizes four Pachinko like game machines placed adjacent to each other. See column 3, lines 35-41 and figures 1 and 2. A single projection TV display (7) is mounted behind clear plastic game components (12 and 13) so that the game player can view the display and the game at the same time. See col. 3, lines 60-65 and col. 5, lines 30-45 and figures 1 and 3a, 3b. A control circuit (50) purportedly controls the display of swimming fish on the display (7). See col.10, lines 44-58. It appears that the control circuit (50) determines the number of fish shown on the display behind each game. See col.11, lines 1-43. It appears that the game display is a single display that shows four separate and discrete images, one image for each game (see Figure 1, reproduced below).

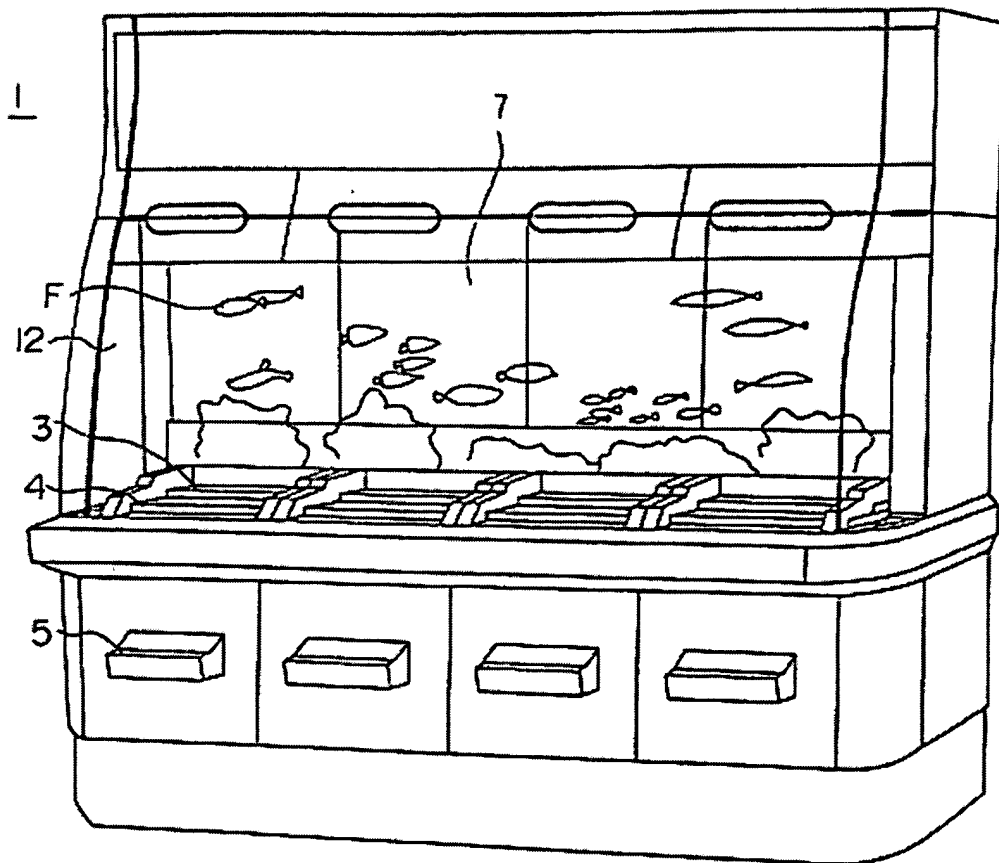


Figure 1 appears to show only a single display. The Office Action mailed September 12, 2004 stated that Miyamoto discloses a plurality of video displays. Applicants respectfully disagree with this conclusion and disagree that it anticipates Applicants' claims. Miyamoto
5 clearly discloses a single display.

ARGUMENTS APPLICABLE TO GROUPS I-VIII

Olsen Does Not Utilize a Multi-screen Presentation

Each of the independent claims is directed to gaming devices having a video display.
10 Video displays are generally defined to include devices for displaying televised or similarly displayed images, such as images displayed on computer monitors. Webster's online dictionary

defines “video” as “being, relating to, or involving images on a television screen or computer display.” See <http://www.websters.com>. Applicants’ use of the term “video display” is consistent with the accepted definition. For example, at page 7, lines 5-8 of Applicants’ specification, Applicants state that:

5 Video displays 22-26 may be any of a variety of well known
display devices, such as cathode ray tubes, liquid crystal displays,
or plasma displays. These devices are used to display both
integrated, multi-screen presentations, as will be discussed below,
and independent, single screen presentations.

10 Olsen displays the same set of images on each machine. The embodiment of Olsen
previously cited by the Office does not utilize a video display and does not teach all of the
limitations of Applicants’ claims. Olsen clearly states that it is the tower lamps of the gaming
machine which allegedly create the appearance of the potatoes traveling from gaming device to
15 gaming device. The tower lamps are not video displays. Tower lamps are incapable of
displaying the types of presentations possible with video displays. Olsen does not teach, suggest,
or enable the use of video displays for the type of presentation claimed by Applicants.

Applicants also note that many claims, including claim 30, contain limitations directed to
video controllers in conjunction with the video displays. Because Olsen does not teach video
20 displays and integrated video presentations as claimed and taught by Applications, it *a fortiori*
does not teach video controllers. Because Olsen does not teach, suggest, or enable the use of
video displays claimed by Applicants, Groups I-VIII are patentable thereover.

Miyamoto Does Not Utilize A Plurality of Video Displays to Display an Integrated Video
25 **Presentation**

Applicants’ claims are directed to creating an integrated presentation by showing a
portion of a presentation on each of a plurality of video displays. The Office alleged that

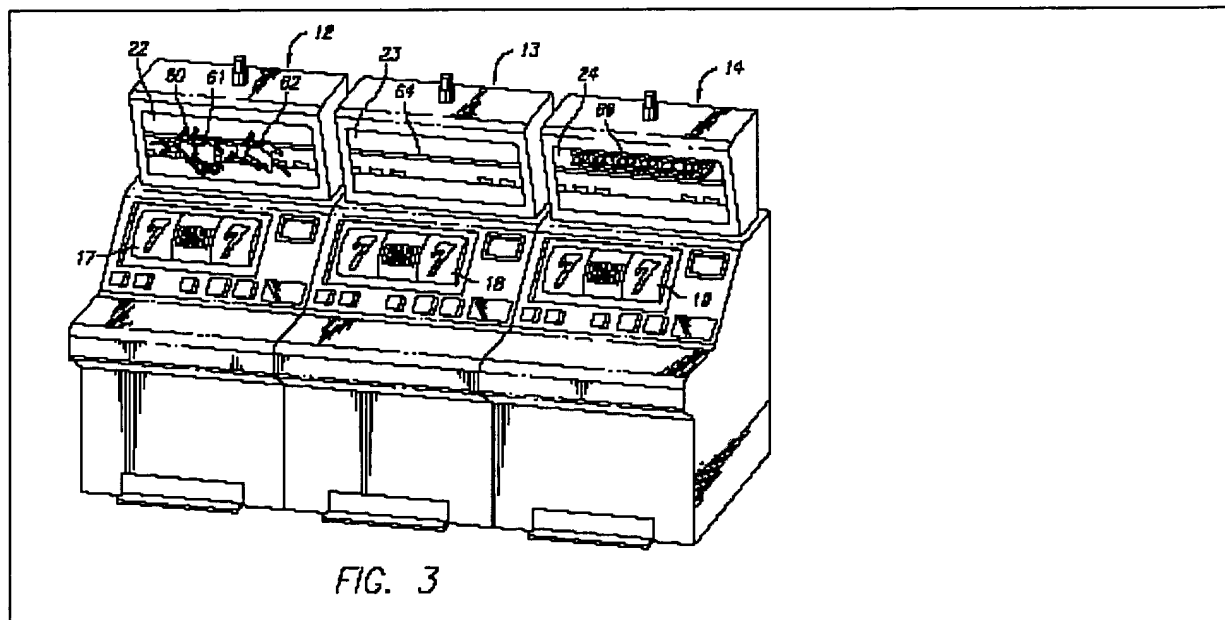
Miyamoto teaches an integrated video presentation to be displayed on a plurality of video displays. *See* Office Action mailed September 15, 2004 at page 3.

Webster's online dictionary defines "integrated" as: "1 : to form, coordinate, or blend into a functioning or unified whole : UNITE" and, "3 a : to unite with something else b : to incorporate into a larger unit." *See* www.websters.com. Applicants' use of the term "integrated" is consistent with the dictionary definition. For example, Applicants teach that:

The present invention is adapted to generate an integrated video presentation that utilizes a plurality of video displays in system 10. In the example depicted in figure 3 [reproduced below], a horse race is shown on video displays 22-24 of gaming devices 12-14. As horses 60-62 race down the track, the horses move from video display to video display. Some features, such as fence 64, may continue across all of the screens while other features, such as grand stand 66, may be located entirely in one screen. Specification, page 10, lines 1-6.

Later, Applicants teach that:

As seen in figure 4A [reproduced below], any integrated video presentation can be represented as a single movie or presentation. The presentation can be divided into a plurality of screen segments 70-72 that are displayed by the appropriate video display 22-24



(referring to figure 3). Thus, for any given time or frame of the

presentation, video displays 22-24 display a segment of the overall presentation. VDCs 51-53 store the screen data and cause video displays 22-24 to display the appropriate segment at the appropriate time. When video displays 22-24 are viewed together, the presentation appears as a single integrated presentation.

5 Specification, page 12, lines 13-19.

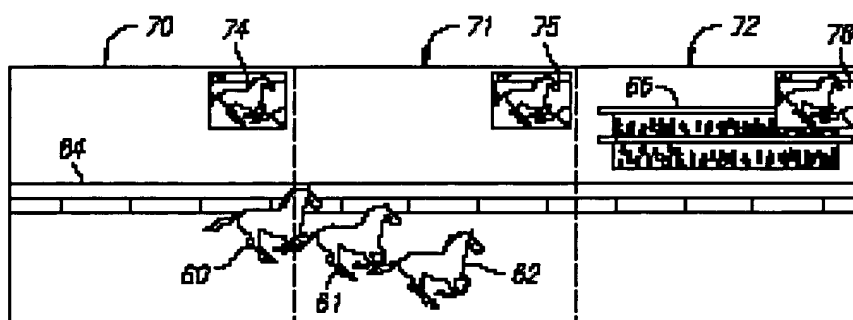


FIG. 4A

Miyamoto discloses the use of a **single** projection TV display (7) that is mounted behind clear plastic game components (12, 13) so that the game player can view the display and the game mounted in front of the display at the same time. The vertical lines seen in front of the video display probably represent falling face 10. See col. 3, lines 59-65 and figures 1 and 3a, 3b. As stated in the document, “In the rear of the falling face 10, a large Projection TV (PTV) display 7 is provided.” (emphasis added). This is clearly a singular display. There is no suggestion, teaching, or disclosure to provide a plurality of displays.

Even if Miyamoto provided for a plurality of displays, the image projected by Miyamoto is not an integrated video presentation. It appears that Miyamoto displays four separate and discrete images, one image for each game. According to column 11, lines 1-26 of Miyamoto, the number of fish in each display are adjusted to reflect the ratio of deposited medals to ejected medals for one particular display. There is no integrated presentation in Miyamoto that involves

all of the games or displays an image that moves from one game to another.² Furthermore, Miyamoto is devoid of any teaching of the fish moving from one game to another. Because Miyamoto does not teach or suggest an integrated display, it does not anticipate the claims of Groups I-VIII.

5

Miyamoto Does Not Utilize A Plurality of Video Displays to Display an Integrated Video Presentation

Miyamoto discloses the use of a single projection TV display (7). There is only one display in Miyamoto. Because Miyamoto does not teach more than one display, it does not
10 anticipate Groups I-VIII.

There is No Motivation to Combine the References

The examiner has not shown that some objective teaching or suggestion in the cited prior art, or knowledge generally available in the art would have led one of ordinary skill in the art to
15 combine the references to arrive at the claimed invention, *See Pro-Mold & Tool Corp. v. Great Lakes Plastics Inc.*, 745 F.3d 1568, 1573, 37 USPQ2d 1626, (Fed. Cir. 1966). The only place that such a suggestion is found is in the Applicants' specification. It appears that hindsight reconstruction of the Applicants' invention has been used in making the present determination of obviousness, *See In re Fritch*, 972 F.2d 1260, 1266, 37 USPQ2d 1780, 1784 (Fed. Cir. 1992). It
20 is impermissible to use the claimed invention as a template to piece together the teachings of the prior art so that the invention is rendered obvious. It is well settled that it is the teachings of the

² In figure 1, the same fish are probably seen on both sides of the vertical lines because figure 1 is a perspective view. Since the display (7) is behind the falling faces (10) (see figures 2 and 3) and the view point of the observer is at an angle, it appears that some fish are seen on both sides of

prior art taken as a whole, which must provide the motivation or suggestion to combine the references. Applicants submit that there is no motivation in Olsen to modify Olsen to include the use of close proximity video displays to display an integrated video presentation.

5 **The References, if Combined, Teach Away from Applicant's Invention**

Assuming that the combination of Olsen and Miyamoto could be made, the combination still fails to disclose the Applicants' claimed invention. Miyamoto discloses the use of a single display (7). The combination of Olsen and Miyamoto would require the use of a single display mounted behind all of the game machines of Olsen. Clearly such as display would not be visible
10 since the game machines of Olsen are not transparent and would result in a device that would fail to operate as a functional gaming device. The use of a single screen by Miyamoto teaches away from Applicants invention. The use of single screen also results in a very large machine that is inflexible to adapt to casino floor space requirements. Accordingly, Group I is patentable over the combination of Olsen and Miyamoto.

15

ARGUMENTS REGARDING GROUP II

The claims of Group II contain limitations directed to the availability and selection of multiple video presentations. Olsen does not teach multiple video presentations. Miyamoto does not teach multiple video presentations. Olsen, at most, discloses one non-integrated, non-video
20 presentation. Neither Olsen nor Miyamoto, teach or suggest the desirability of multiple video presentations and certainly does not enable the selection such presentations. Accordingly, Group II is patentable over the combination of Olsen and Miyamoto.

the line. If the drawing were a plan view in which the observer is directly in front of the apparatus, none of the fish would be bisected by the vertical lines.

ARGUMENTS REGARDING GROUP VII

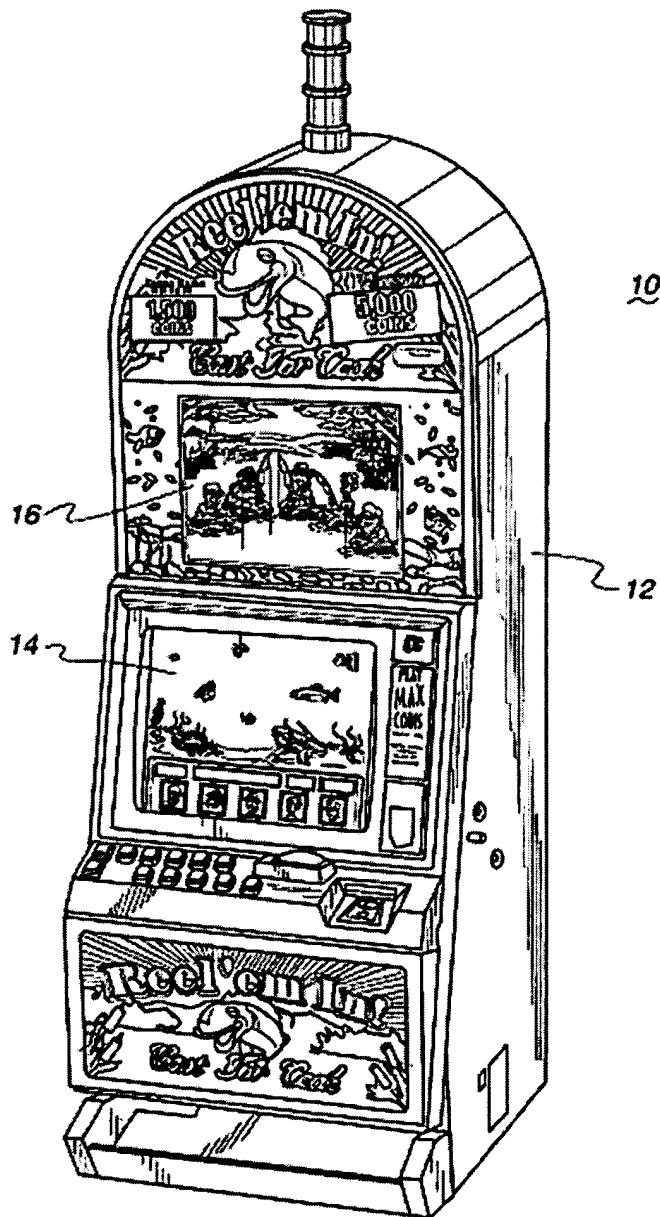
Group VII contains limitations directed to using an integrated, multi-screen, video presentation to display the amount of a bonus award. Olsen merely involves an individual game occurring at different times on several machines and therefore does not teach, suggest, or enable using a multi-screen video presentation to display a bonus award. Miyamoto only discloses a primary game, not a bonus game. Miyamoto does not use a multi-screen video presentation to display a bonus award. Accordingly, Group VII is patentable over the combination of Olsen and Miyamoto.

ISSUE 2:

Claims 35-40 were rejected under 35 U.S.C. §103(a) as allegedly being anticipated by U.S. Patent 6,217,448 to Olsen in view of U.S. Patent 5,951,009 to Miyamoto and further in view of U.S. Patent 6,254,481 to Jaffe.

Jaffe

Jaffe purports to disclose a game apparatus that utilizes multiple video displays to show a fishing bonus game on a single game machine. *See* column 6, lines 51-64 and column 7, lines 1-19. Video displays 14 and 16 are mounted in a single cabinet 12. *See* figure 1 reproduced below. The image shown in Jaffe is only visible to a single game player as the image only resides on a single gaming machine.



The Office Action mailed September 12, 2004 stated that Jaffe discloses a gaming device that has a first display with a person fishing and a second display with a fish. The fish displays
5 the bonus award. Applicants respectfully disagree that this anticipates Applicants' claims.

ARGUMENTS REGARDING GROUP I

As previously extensively discussed under Issue 1, neither Olsen nor Miyamoto either alone or in combination fail to teach disclose or suggest applicants invention of claims 38-40. The addition of Jaffe to the cited references does not alter this conclusion.

5 The claims of Group I contain limitations directed to video displays being adapted to display portions of a single video presentation and the single video presentation being displayed on the plurality of video displays. It is noted that the contents and priority date of the first provisional application predate Jaffe and prevent Jaffe from being applied to claims 38-40 of the present invention. The addition of fish in Applicant's later application has no bearing on the
10 allowability of claims 38-40. Claims 38-40 do not contain any limitation regarding fish.

Accordingly, Group I is patentable over the combination of Olsen and Miyamoto and Jaffe.

ARGUMENTS REGARDING GROUP VI

15 Group VI contains limitations regarding the subject matter of the integrated multi-screen video presentation. Group VI is directed to fishing related embodiments.

In regard to claims 35-36, claims 35-36 depend from allowable independent claims and are allowable therewith. Accordingly, Group VI is patentable over the combination of Olsen and
20 Miyamoto and Jaffe.

ARGUMENTS REGARDING GROUP VIII

Group VIII contains limitations directed to a plurality of displays being attached to a wagering device.

In regard to claim 37, claim 37 depends from an allowable independent claim and is allowable therewith. Accordingly, Group VIII is patentable over the combination of Olsen and Miyamoto and Jaffe.

5 **ISSUE 3:**

Claims 1-8 and 15-24 were rejected under 35 U.S.C. §103(a) as allegedly being anticipated by U.S. Patent 6,217,448 to Olsen in view of U.S. Patent 5,951,009 to Miyamoto and further in view of U.S. Patent 6,142,872 to Walker.

Walker

10 Walker purports to disclose a method and apparatus for team play of slot machines. The device of Walker links multiple gaming machines into a network that uses the results of individual machines. *See* Figure 1. A slot server (200) controls and calculates individual game machine payouts and team payouts. *See* column 3, lines 64-67 and column 4, lines 1-5. Each individual machine in the network can display individual team member results and combined
15 team results on a display 410. *See* column 9, lines 8-20 and Figure 4.

Display 410 of Walker is only operable to display results from other game machines and/or teams. Walker does not disclose a multi-screen presentation of a game. The gaming machines of Walker only use a single screen for game play.

The Office Action mailed September 12, 2004 stated that Olsen and Miyamoto do not
20 explicitly teach a gaming device controller that initiates a multi-screen presentation of a game. Applicants agree with this conclusion.

The Office Action mailed September 12, 2004 further stated that Walker discloses a team game wherein a player machine initiates a team game to join other game machines. Applicants respectfully disagree that this anticipates Applicants' claims.

ARGUMENTS REGARDING GROUP I

The claims of Group I are related to gaming systems using multiple video displays to display an integrated video presentation, with each video display showing a portion of the presentation.

As previously discussed under Issue 1, neither Olsen nor Miyamoto, either alone or in combination fail to teach, disclose or suggest using multiple video displays to display an integrated video presentation, with each video display showing a portion of the presentation.

Therefore claims 1-8 and 15-24 are not anticipated by the combination of Olsen and Miyamoto.

Walker Does Not Utilize a Controller that initiates a Multi-Screen Presentation of a Game

Independent claims 1 and 15 recite that the video display controllers are adapted to perform a multi-screen presentation among the video display controllers. Each video display controller is adapted to operate the video display to present a portion of a multi-screen presentation.

Walker discloses a gaming device in which each individual machine in the network can display individual team member results and combined team results on a display 410. *See* column 9, lines 8-20 and Figure 4. There is no multi-screen presentation showing a portion of the presentation in Walker. The networked game machines of Walker merely show the results of other gaming machines on display 410. The device of Walker does not display a portion of a multi-screen presentation. The images shown in Walker are the same across all gaming machines. The game result image shown on display 410 in Figure 4 of Walker is shown on all of the gaming devices in the network.

Walker Does Not Select a Bonus Presentation that has Segments Displayed on a Video Display

Independent claim 20 recites selecting a bonus presentation from among a plurality of
5 bonus presentations. The bonus presentation has several segments with each segment being
adapted to be displayed on a separate video display. Each segment of the presentation is
displayed on a separate video display in synchronization, wherein the segments presented on the
video displays appear to be an integrated presentation when viewed as a whole. There is no
disclosure in Walker of operating a bonus game. There is no disclosure in Walker of presenting
10 multiple video segments on several video displays such that the presentation appears to be
integrated. The game result image shown on display 410 in Figure 4 of Walker is merely shown
on all of the gaming devices in the network.

There is No Motivation to Combine the References

15 The Office has failed to demonstrate an objective teaching or suggestion in the cited prior
art, or knowledge generally available in the art would have led one of ordinary skill in the art to
combine the references to arrive at the claimed invention, *See Pro-Mold & Tool Corp. v. Great
Lakes Plastics Inc.*, 745 F.3d 1568, 1573, 37 USPQ2d 1626, (Fed. Cir. 1966). The only place
that such a suggestion is found is in the Applicants' specification. It appears that hindsight
20 reconstruction of the Applicants' invention has been used in making the present determination of
obviousness, *See In re Fritch*, 972 F.2d 1260, 1266, 37 USPQ2d 1780, 1784 (Fed. Cir. 1992). It
is impermissible to use the claimed invention as a template to piece together the teachings of the
prior art so that the invention is rendered obvious. It is well settled that it is the teachings of the
prior art taken as a whole, which must provide the motivation or suggestion to combine the

references. *See Uniroyal Inc. v. Rudkin –Wiley Corp.*, 837 F.2d 1044, 1051, 5 USPQ2d 1434, 1438 (Fed. Cir. 1998). Applicants submit that there is no motivation in either Olsen or Miyamoto to include the use of a controller that initiates a multi-screen presentation of a game.

5 **The References, if Combined, Teach Away from Applicant’s Invention**

Assuming that the combination of Olsen and Miyamoto and Walker could be made, the combination still fails to disclose the Applicants’ claimed invention. The addition of Walker to Olsen would merely result in the addition of a display that shows the results of the other adjacent game machines in the game network. The addition of Walker to Miyamoto would merely result
10 in the addition of a display that shows the results of the other adjacent game machines. Clearly, this combination does not anticipate Applicant’s invention.

Accordingly, the claims of Group I are patentable over the combination of Olsen and Miyamoto and Walker.

15 **ARGUMENTS REGARDING GROUP II**

The claims of Group II contain limitations directed to the selection of a multi-screen video presentation from several different presentations. Olsen does not teach multiple video presentations. Miyamoto does not teach multiple video presentations. Walker does not teach multiple video presentations. None of the cited references teach disclose or suggest selecting a
20 multi-screen video presentation from several presentations. Walker does not teach or suggest the desirability of selecting multiple video presentations and certainly does not enable such presentations. Accordingly, Group II is patentable over the combination of Olsen, Miyamoto and Walker.

ARGUMENTS REGARDING GROUP III

The claim of Group III contains limitations directed to displaying a portion of a multi-screen presentation on a game display. Olsen does not utilize video screens to show a multi-screen presentation on a game display. Miyamoto does not disclose a multi-screen video presentation. Walker does not disclose a multi-screen video presentation. Accordingly, neither Olsen nor Miyamoto, nor Walker teach, disclose, suggest, or enable the display of a portion of a multi-screen presentation and Group III is patentable thereover.

ARGUMENTS REGARDING GROUPS IV-VI

Groups IV-VI contain limitations regarding the subject matter of the integrated multi-screen video presentation. Group IV is directed to horse racing games, Group V is directed to embodiments using a game board, and Group VI is directed to fishing related embodiments. The only thematic element potentially suggested by Olsen is the game of “hot potato.” Miyamoto discloses showing a number of fish in proportion to a ratio of medals. Fishing is not disclosed. The only game disclosed in Walker is slot machine without a theme. Neither Olsen nor Miyamoto, nor Walker teach, suggest, or enable the use of the thematic elements claimed in Groups IV-VI, which are therefore patentable over the combination of Olsen, Miyamoto and Walker.

CONCLUSION

The prior art of record fails to teach, disclose or suggest Applicants’ claimed invention. Accordingly, appealed claims 1-40 should be allowed.

This Supplemental Appeal Brief is submitted herewith in triplicate along with an Appendix of the appealed claims. The fee for filing the Appeal Brief was paid with the filing of the original Appeal Brief and is applicable to the presently submitted Supplemental Appeal Brief.

5 If there are any questions regarding the application or this Supplemental Appeal Brief, the Board is encouraged to call the Applicants' attorney, Ian F. Burns at (775) 826-6160.

Respectfully submitted,

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A handwritten signature in black ink, appearing to read 'IBurns', written over a horizontal line.

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Thursday, February 17, 2005

APPENDIX OF CLAIMS ON APPEAL

1. (original) A gaming device video display system for displaying multi-screen presentations, the system comprising:

- 5 (A) a plurality of gaming devices, each gaming device being adapted to allow a player to play a wagering game, each gaming device being further adapted to select a multi-screen presentation and transmit a request for a multi-screen presentation;
- (B) a plurality of video displays, each video display being adapted to display a video presentation, the video displays being positioned in close relative proximity to
10 allow a video presentation to be displayed using the plurality of video displays, a portion of the video presentation being displayed on each of the video displays, wherein the video presentation appears to be an integrated, multi-screen presentation; and
- (C) a plurality of video display controllers, each video display controller being in
15 communication with a gaming device, a video display, and other video display controllers, each video display being adapted to receive requests for multi-screen presentations from the gaming device with which it is in communication, the plurality of video display controllers being adapted to coordinate multi-screen presentations among the video display controllers, each video display controller
20 being adapted to operate the video display with which it is in communication to present a portion of a multi-screen presentation.

2. (original) The gaming device video display system of claim 1, wherein one of the plurality of video display controllers is a master video display controller, the master video display controller being adapted to receive requests for multi-screen video presentations, determine the availability of video displays, and grant multi-screen privileges.

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3. (original) The gaming device video display system of claim 1 wherein each gaming device comprises a game device controller, the game device controller being adapted to monitor the gaming device and transmit a request to a video display controller for a multi-screen presentation.

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4. (original) The gaming device video display system of claim 3 wherein the game device controller is adapted to select a multi-screen video presentation from a plurality of different presentations.

- 15 5. (original) The gaming device video display system of claim 3 wherein the game device controller is adapted to select a bonus award and a multi-screen video presentation based on the output of a random number generator.

- 20 6. (original) The gaming device video display system of claim 1 wherein each video display controller comprises memory, the memory being adapted to store video presentation data.

7. (original) The gaming device video display system of claim 6 wherein each video display controller is adapted to store video presentation data for one segment of a multi-screen presentation.

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8. (original) The gaming device video display system of claim 1 wherein at least one of the gaming devices comprises a game display, the game display being adapted to display information, wherein the gaming device is adapted to display a presentation using both its video display and its game display.

9. (previously presented) A method of displaying a video presentation for use with wagering devices, the method comprising:
- (A) providing at least one wagering device, the wagering device being adapted to operate a wagering game;
 - 5 (B) providing a plurality of video displays, at least one of the video displays being in communication with the wagering device, the video displays being adapted to display a video presentation;
 - (C) providing a video presentation, the video presentation relevant to the wagering game;
 - 10 (D) dividing the video presentation into a plurality of screen segments; and
 - (E) displaying a different screen segment of the video presentation on each video display, wherein the segments of the video presentation, when viewed as a whole on the plurality of video displays, appear as an integrated video presentation.
- 15 10. (original) The method of claim 9 wherein step (D) is performed after a predetermined event has occurred.
11. (original) The method of claim 10 wherein the predetermined event is a bonus event.
- 20 12. (original) The method of claim 9 further comprising the step of providing a video display controller, the video display controller being adapted to drive at least one video display.
13. (original) The method of claim 9 further comprising the step of storing video presentation data on the video display controller.

14. (original) The method of claim 9 further comprising the step of synchronizing the display of screen segments.

15. (previously presented) A gaming device, comprising:

(A) a plurality of video displays, each video display being adapted to display a video presentation;

(B) at least one video display controller in communication with at least one of the video displays, the video display controller being adapted to drive the at least one video display and being adapted to communicate with at least one other video display controller;

(C) a game controller, the game controller being adapted to operate a wagering game;

(D) a game device controller in communication with the video display controller and the game controller; the gaming device controller being adapted to initiate a multi-screen presentation, wherein when the multi-screen presentation is initiated, a portion of a video presentation is displayed on each of the video displays, and wherein the video presentation appears to be an integrated, multi-screen presentation.

16. (original) The gaming device of claim 15 wherein the game device controller is further adapted to select a video presentation.

17. (original) The gaming device of claim 15 wherein the game device controller initiates a multi-screen presentation upon detecting a bonus event.

18. (original) The gaming device of claim 15 further comprising a game display, the game display being adapted to display information relevant to a wagering game.

19. (original) The gaming device of claim 18 wherein the game display is further adapted to play a portion of a multi-screen presentation.

20. (original) A method of presenting a bonus display for a wagering game on at least two video displays, the method comprising:

(A) detecting the occurrence of a bonus event;

(B) selecting a bonus presentation from among a plurality of bonus presentations, the bonus presentation comprising a plurality of segments, each segment being adapted to be displayed on a separate video display;

(C) displaying each segment of the presentation on a separate video display in synchronization, wherein the segments presented on the video displays appear to be an integrated presentation when viewed as a whole.

21. (original) The method of claim 20 wherein the video presentation comprises a horse race, wherein horses in the horse race appear to race across the video screens.

22. (original) The method of claim 20 wherein the video presentation comprises a game board.

23. (original) The method of claim 20 wherein the video presentation comprises a fisherman.

24. (original) The method of claim 20 further comprising the step of coordinating among the plurality of video displays.

25. (previously presented) A system for displaying multi-screen presentations in association with a wagering game, the system comprising:

(A) means for operating a wagering game;

(B) means for coordinating a display of a multi-screen video presentation;

5 (C) video display means for displaying a video presentation;

(D) means for displaying the multi-screen video presentation on the video display means, wherein the multi-screen video presentation appears to be a single integrated presentation.

10 26. (original) The system of claim 25 wherein the means for operating a wagering game comprises a game controller.

27. (original) The system of claim 25 further comprising means for selecting a multi-screen presentation from among a plurality of multi-screen presentations.

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28. (original) The system of claim 27 wherein the means for selecting multi-screen presentation comprises a game device controller.

29. (original) The system of claim 25 wherein the means for coordinating a display of a
20 multi-screen presentation comprises a video device controller.

30. (original) A gaming system, comprising:

(A) at least one wagering device, the wagering device being adapted to allow a player to play a game;

5 (B) a plurality of video displays;

(A) at least one controller in communication with the wagering device and the plurality of video displays, the controller comprising a memory device for storing at least a portion of a video presentation, the controller being at least adapted to cause portions of a video presentation to be displayed on the plurality of video displays, wherein the video presentation displayed on the plurality of video displays appear integrated.

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31. (original) The gaming system of claim 30, wherein the controller is further adapted to

detect a bonus event from the wagering device, the controller is further adapted to cause the plurality of video displays to display portions of a single video presentation upon the detection of the bonus event.

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32. (original) The gaming system of claim 30, wherein the controller is further adapted to coordinate presentation of the video presentation among the plurality of video displays.

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33. (original) The gaming system of claim 30, wherein at least one portion of the video presentation displays the amount of a bonus award.

34. (previously presented) The gaming system of claim 30, wherein the controller is adapted to generate a random number, the random number being adapted to determine the bonus award.
- 5 35. (original) The gaming system of claim 30, wherein at least one portion of the video presentation displayed on a first display displays at least one person engaged in a fishing activity, and wherein another portion of the video presentation displayed on a second display displays at least one fish.
- 10 36. (original) The gaming system of claim 35, wherein the fish determines a bonus award.
37. (original) The gaming system of claim 30, wherein the plurality of video displays is attached to the wagering device.

38. (original) A gaming device adapted to allow a player to play a game, the gaming device comprising: a plurality of video displays configured to be positioned in front of a player, the plurality of video displays being adapted to display portions of a single video presentation, the single video presentation being displayed on the plurality of video displays appearing integrated, and the gaming device further comprising a controller in communication with the plurality of video displays, the controller being adapted to generate a random game outcome.
- 5

39. (original) A method of operating a game of chance on a wagering device, the method comprising:

(A) detecting game play signal initiating a game play on the wagering device;

5 (B) providing a plurality of video displays in communication with the wagering device; and

(C) displaying portions of a single video presentation on the plurality of video displays, wherein the video presentation displayed on the plurality of video displays appear integrated.

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40. (original) The method of claim 39, further comprising detecting a bonus event, and performing step C upon the detection of the bonus event.